play magazine presents

girls of gaming

volume 4

COVER 1 OF 2

Untold Legends: Dark Kingdom's Zala

The quintessential female warrior is born

Featuring...

Ninety Nine Nights
Monster Madness
Hellgate London
Heavenly Sword
Final Fantasy XII
Far Cry Instincts
DoA Xtreme 2
God of War 2
Granado Espada
and many more

Display until March 11, 2007

play magazine presents

girls of gaming

volume 4

COVER 2 OF 2

The Paragon

The divine hero of ArenaNet's newest adventure, Guild Wars Nightfall

Display until March 11, 2007

Featuring the girls of...

- Ninety Nine Nights
- Monster Madness
- Hellgate London
- Heavenly Sword
- Final Fantasy XII
- Far Cry Instincts
- DoA Xtreme 2
- God of War 2
- Granado Espada
- *and many more*

PlayStation 2

NIS America

Ar tonelico

MELODY OF ELEMIA

EXPANSIVE AND FUTURISTIC WORLD

Explore the beauty and elegance of the Tower of Ar tonelico, a world unlike any other.

THE ART OF "GRATHMELDING"

A massive item customization system that allows you to customize and create new items.

UNLEASH "SONG MAGIC"

Use the Power of Songs to heal your friends and defeat your enemies.

INTIMATE "DIVE SYSTEM"

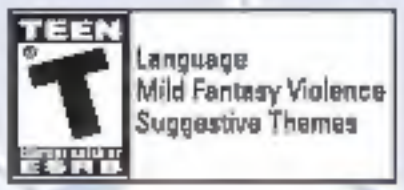
Interact with your team members in a private, digital world.

You never forget Your First ...

After two great wars, the world has been reduced to a floating continent and the mysterious Tower of Ar tonelico. But, with the arrival of Viruses, the world is once again put in danger, and all mankind faces extinction!

Don't miss NIS America's first premium box!!

Go to **www.NISAmerica.com** now to find out more about the exclusive offers!



Available February 2007

©2007 GUST CO., LTD. ©2007 BANPRESTO CO., LTD. All rights reserved. Licensed to and Published by NIS America, Inc. Distributed exclusively by ATLUS U.S.A. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is trademark of the Entertainment Software Association.

Contributing Artists

Doug Sakio	Sasa p.048 Moloko p.019
Jeff Matsuda	Vanessa Z Shneider p.051
LeSean Thomas	Saya p.060
Scott Gwenne	Eri & Rio p.054 Kurenai p.017
Kevin Grant	Pandora & Judy Nails p.033
Ryoko	Azel p.071
Yoshitaka Tamaki	Niko p.067 Friday p.030
Toshiyuki Okumura	Armet p.006
Ryusuke Hamamoto	Harley p.013
Inui Dokoku	Erik p.012
Urshia Lekan	Granada Espada p.092
Milton Talengi	Volk girls p.088

girls of gaming staff

Editorial

Editor in Chief Dave Halverson
Executive Editor Brady Fischer
Contributing Writers Mike Griffin, Nick Des Barres, Brady Fischer
Copy Editors Daniel Campisi, Zach Korwin

Design

Art Director Michael Hobbs
Associate Art Director Chin "Nelson" Lui

Advertising and Sales

Publisher Michael Eisenberg
Contact Michael Eisenberg
sales@playmagazine.com
Tel 818.707.7784 Ext 102

Fax 818.707.7212

Director of Sales & Marketing David Rifkin
drifkin@playmagazine.com
Cell 949.362.3304

play magazine online

Online Content Manager Eric Patterson
webmaster@playmagazine.com

Corporate

Director Of Operations Julie Halverson
jhalverson@playmagazine.com
818.707.7784 ext.104

VP of Sales & Marketing Michael Eisenberg
meisenberg@playmagazine.com

Administrative Assistant Daniel Campisi
dcampisi@playmagazine.com

Subscriptions and Customer Service
(In U.S.) 800-694-6506
(outside U.S.) 818-487-2036
email: play@espcomp.com

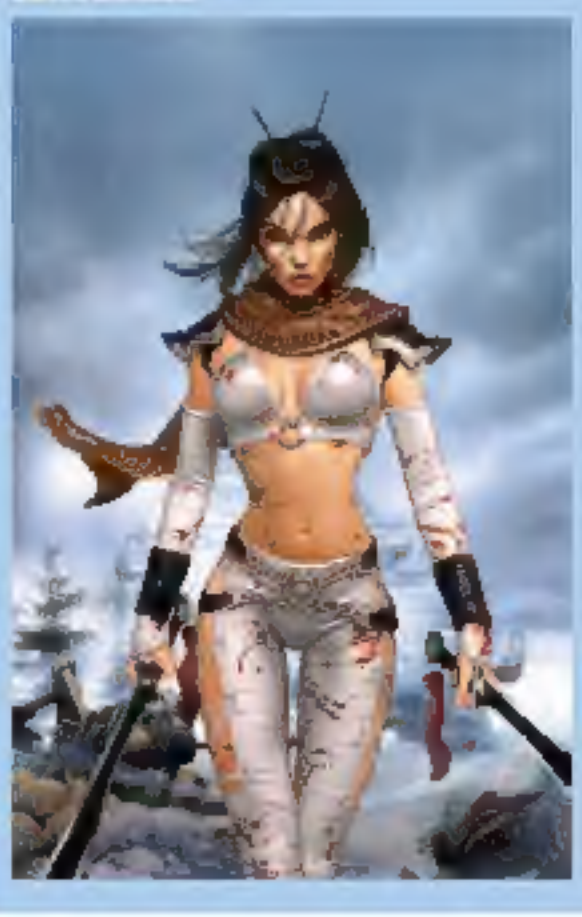
play magazine Offices
Fusion Publishing, Inc.
29229 Canwood St., Suite 200
Agoura Hills, Ca 91301
Tel 818.707.7784 Fax 818.707.7212

For high-quality customized editorial reprints, contact Bryan Durham, Fastereprints at 866-879-9144 ext.111 or email: bdurham@fastereprints.com

Cover

Dark Legends: Dark Kingdom

Detail taking place at the PC's back in [illegible]



Legal Mumbo Jumbo

Girls of Gaming™ is published annually by Fusion Publishing, Inc. PLAY™ (ISSN 1537-7539) is published monthly by Fusion Publishing, Inc., 29229 Canwood St., Suite 200, Agoura Hills, CA 91301. Single issue rate: $5.99, yearly newsstand value: $71.88. The one year (12 issue) subscription rate is $19.99 in the U.S., $44.99 in Canada, and $64.99 in all other foreign locales. Checks must be made payable in U.S. currency only to PLAY. Send address changes to: P.O. BOX 16567, North Hollywood, CA 91615-6566 or email play@espcomp.com For subscription service questions, call (800)694-6506. We periodically make lists of our customers available to makers of goods and services that may interest you. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. Please allow 6-8 weeks before receiving your first issue as well as for any subscription changes to take place on any existing subscription. The editors and the publisher are not responsible for unsolicited materials; all unsolicited material becomes the property of Fusion Publishing, Inc. Without limiting the rights of copyright reserved herein, no part of this publication may be reproduced, stored in, or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, photocopying, recording or otherwise) without the prior written notice of Fusion publishing, Inc. To reuse any material in this publication, obtain a permission request form by contacting Fusion Publishing, Inc. at (818)707-7786 (phone) or (818)707-7212 (fax). © Fusion Publishing, Inc. All Rights Reserved. Play™, Fusion Publishing™, Play: Girls of Gaming™, Play: The Calendar™, Fusion Publishing Presents™ are trademarks and copyrights of Fusion Publishing, Inc.™ and ® for all other products and the characters contained therein are owned by the respective trademark and copyright owners. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes.

PRINTED IN U.S.A.

girls of gaming 4

Contents

girls of Action — 04

Dark Kingdom
Arrivel Again
MGS Acid 2
Valis
The Red Star
ToxHinden
Fighting Vipers
Sourge: Hive
Tomb Raider: Legend
Far Cry Instincts Predator
Red Ninja
Dark Messiah of Might & Magic
Ghost in the Shell
Monster Madness

Unarmed (and not necessarily dangerous) — 028

Ridge Racer 7
Landstalker
Dead or Alive Xtreme 2
Trauma Center: Second Opinion
Dead or Alive 3
Rayman 4 Raving Rabbids
Guitar Hero II
Brooktown High: Senior Year
Rule of Rose

Mass Destruction — 043

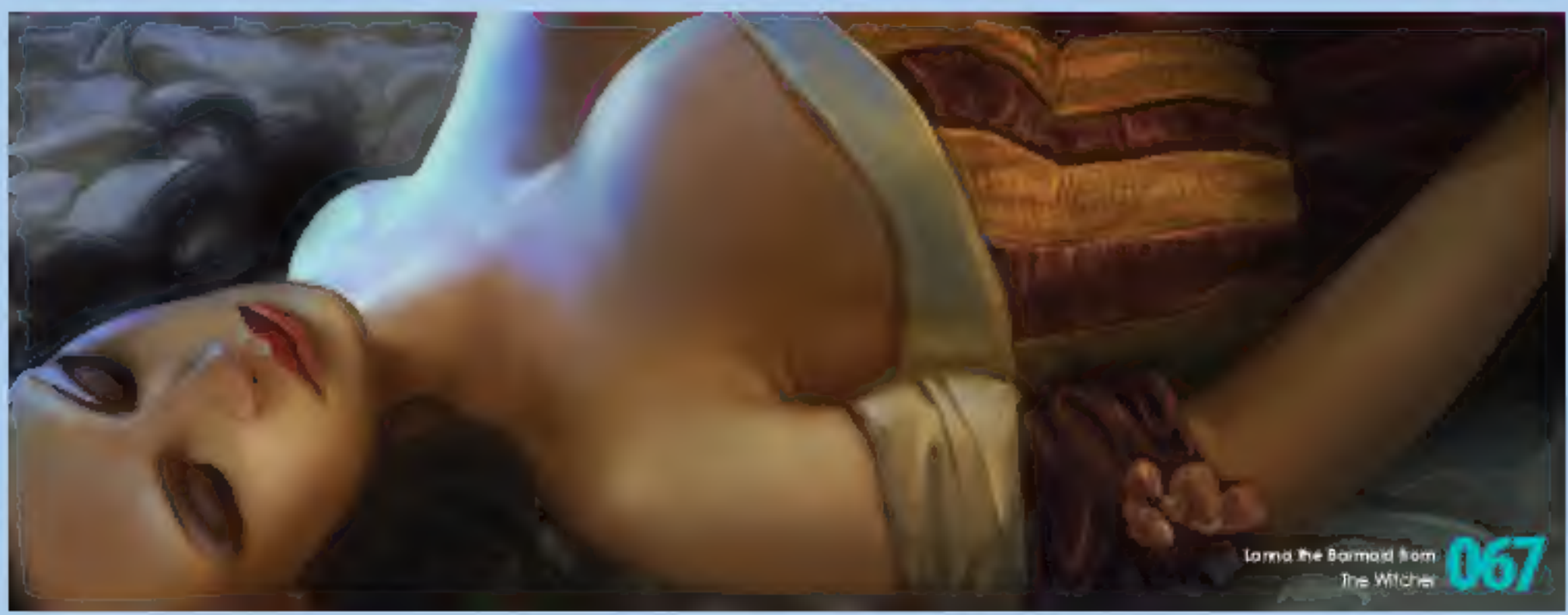
Heavenly Sword
Bullet Witch
Hellgate London
Heavy Metal Geomatrix
Coded Arms
Blood+
F.E.A.R. 03
Death Jr. 2: Root of Evil
Metal Slug
Tabula Rasa

Epic Beauties — 056

Phantasy Star 2
Valkyrie Profile Silmeria
Xenosaga 3
Bivesn
Sun
Final Fantasy XII
Titan Quest
Arch Lord
The Witcher
Persona 3
Kingdom Under Fire: Circle of Doom
Age of Pirates: Caribbean Tales
Panzer Dragoon Azel
Ninety Nine Nights

Cutie Honeys — 085

Sonic the Hedgehog
Arthur and the Invisibles
Ar Tonelico
Gunslar
Disgaea 2
Rose Online
Izuna: Legend of the Unemployed Ninja



Lorna the Barmaid from The Witcher 067

girls of Action

Untold Legends: Dark Kingdom
Sony Online Entertainment / PlayStation 3

Zala

This year's cover girl: the female lead in Sony Online Entertainment's first PS3 game, is a sight for sore eyes, unless you're a foul beast. In which case she is the last thing you will ever see, save for maybe your bones rolling along the dungeon floor.

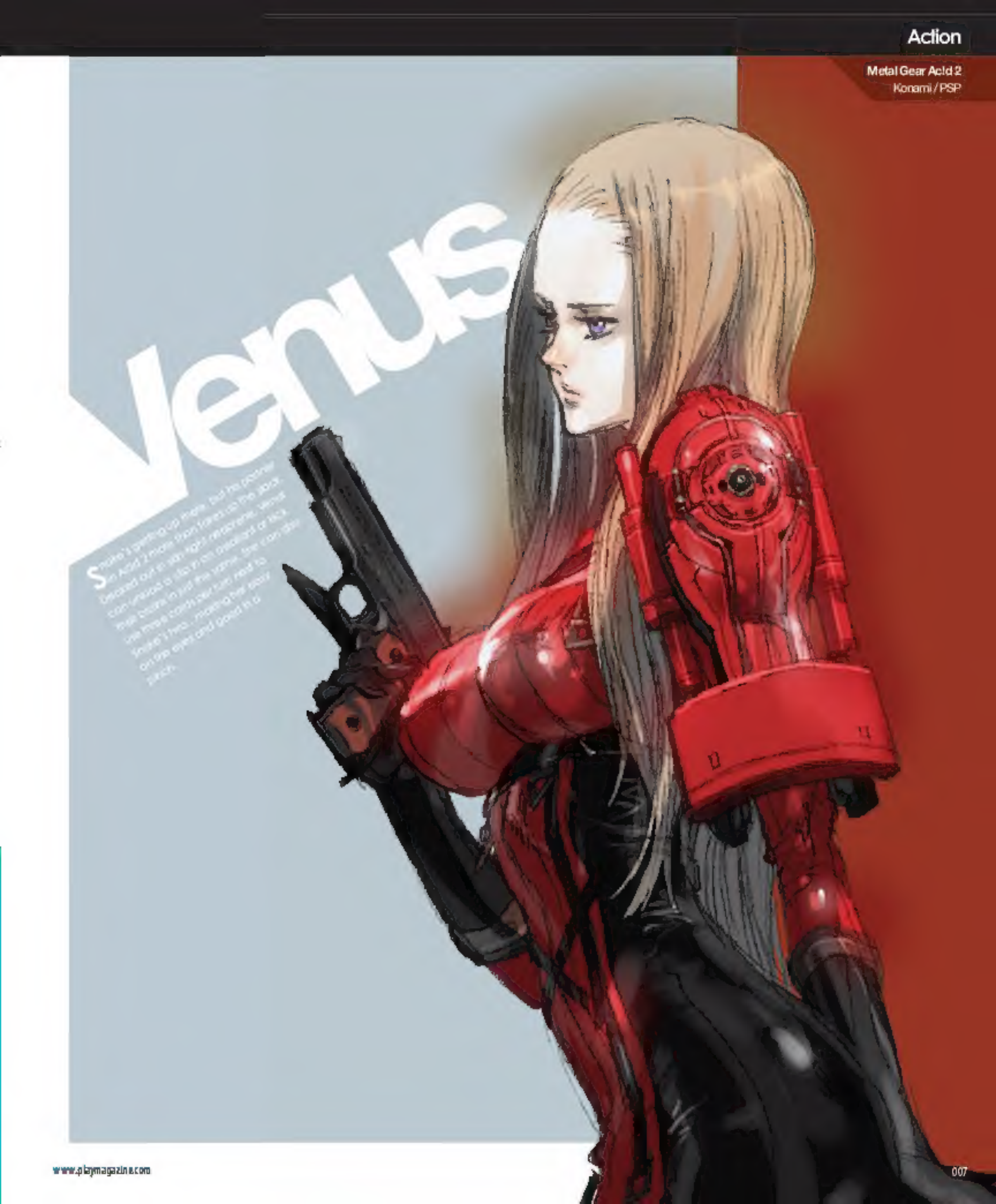
Annet Again
Wolfteam / Sega CD

Annet Futatabi

Annet Futatabi (a.k.a. El Viento) went from a breakthrough Sega Genesis action/platformer to a mediocre Sega CD beat 'em up. Playable on the Japanese Mega CD only, fans of the El Viento/Ernest Evans series waited too long for too little even though a game like Annet still has it charms.

Art: Tomoyuki Ozawabe

Metal Gear Acid 2
Konami / PSP



Snake's getting up there, but his partner in Acid 2 more than takes up the slack. Dressed out in skin-tight metallic, Venus can unzip a slit in her clothing or lack thereof, revealing her cleavage in just the same. She can also use these cards she's found to blind Snake's foes, making her easy on the eyes and good in a pinch.

Chapt

YUKO

The Red Star
XS Games / PS2, Xbox

Maya Antares

In Revolution Golem's alternate Russia, a medieval-minded tribe attacks the capital. Vlake Ikor, for no better reason than to assure his hegemony over the streets of Moldavy, Militant of Mother Russia's best and brightest have fallen victim to the tribe's power. Marcus Antares, the husband of Maya Antares, one of the country's most powerful sorceresses, Molko is an incredibly powerful sorceress, so both her ranged and melee attacks obliterated with her mind. Molko is fast, although her attacks are very strong. Molko uses a sickle to unleash rapid fire slashing attacks. Her hair is spread out and she looks in brown. The rebellion is up...

Makita

Ellis's place in video game history is secured by having sported the first see-through costume in gaming history but we remember her best because she was just so darn cute. Born in Turkey to Japanese parents, teenaged Ellis wanted nothing more than to be a dancer. Unfortunately, her performance troupe began to be menaced by a mysterious organization, and Ellis was forced to take dirk in hand to protect them. Little did she know the head of the shadowy cadre would turn out to be her own father.

Ellis

Art: Inui Ocklawa

K

Honey

(Candy)

Jenosa

Bounty Hunter Jenosa Arma is a lot like Nelroid's Samus Aran only without the full body suit. Too bad too, because she too has become infected. Isolated on a remote research lab to salvage technology Jen must battle the Scurge (infected biological creatures) to complete her mission and assure her own survival.

about

As we look forward to Eidos and Crystal Dynamics' [illegible] sequel and back in the upcoming [illegible] original game that started it all, [illegible] one, Angel [illegible] Hidden, [illegible] other crow[illegible]

Kade

Red Ninja: End of Honor
Vivendi Universal / PS2 / Xbox
Kunai

Specially fused to Sareth's spirit by the sorcerer Phenrig, in order to guide and protect him. She is loyal, but her natural desire for freedom and power drives her to manipulate Sareth by exploiting the lecherous nature of her to him. She is a bit of an enigma even to him, may have her own hidden motives. Her seductive powers is enchanted with [illegible] extra-planar force that fills the player's head with [illegible]

Action
Ghost in the Shell
THQ (PlayStation)
Motoko
&Fuchikoma
www.gizmagazine.com

Monster Madness
Southpeak/Xbox360

Jennifer

Canie

Kisala

With the terrifically talented artists at Level 5, their female form becomes gorgeously soft and shaped with pure fantasy. Case in point, the lovely Kisala, who leaps off the screen with her driven charm and calculated subtleties. But don't let her deceptive demeanor and good looks fool you: a tough adventurer and potent leader lies underneath, ready for anything that comes her way.

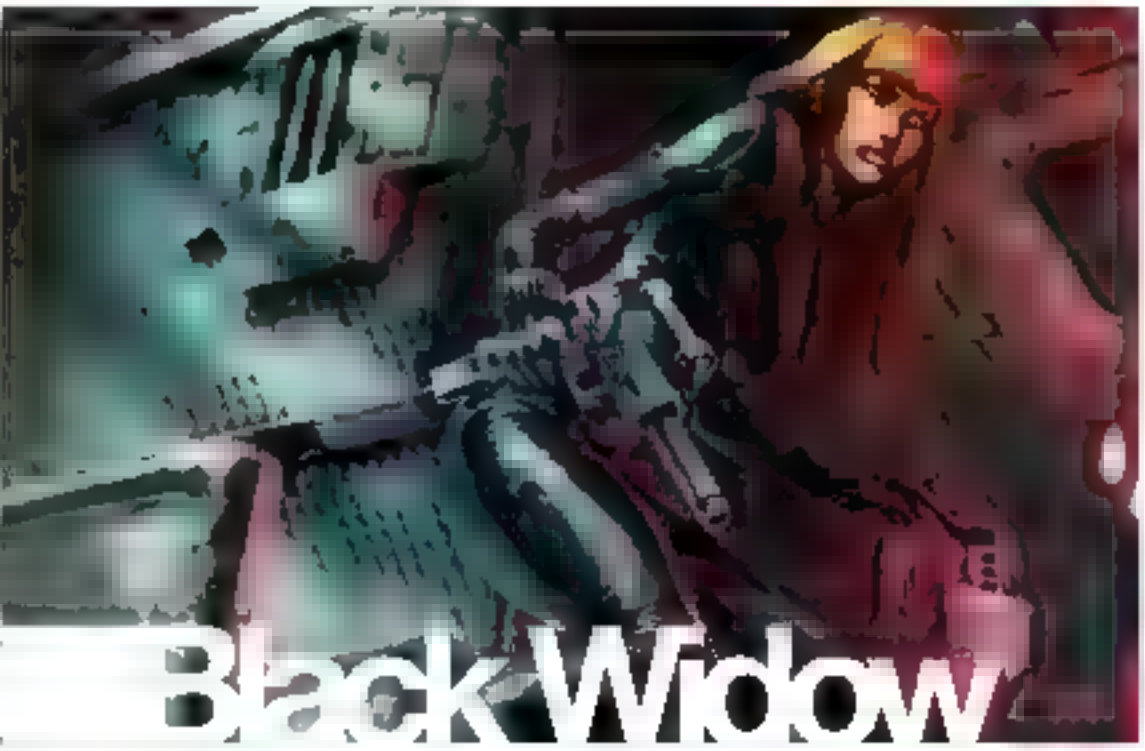
The Countdown has begun...

Rocket is ready to launch!

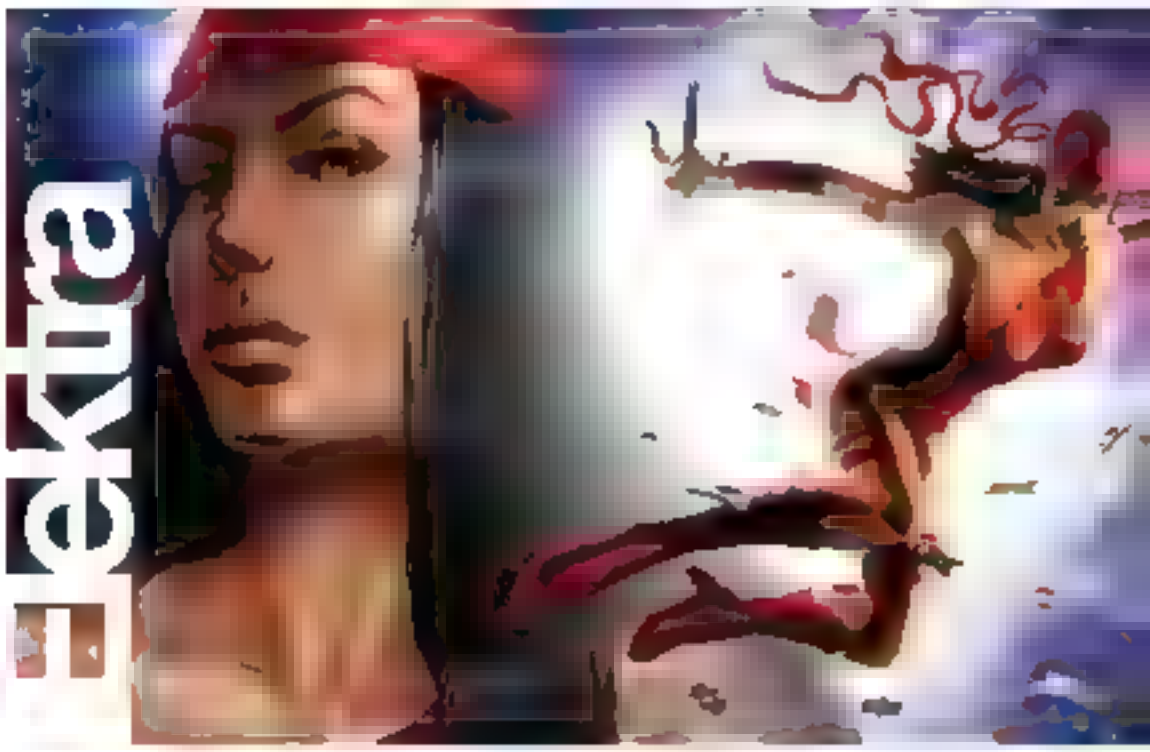
CROSSOVER ANIME
DVD, TV, MOVIES
COMICS VIDEO GAMES,
TOYS and more

Coming January 2007

Frost



Black Widow



Elektra

Storm

You don't have to be a geek or a preacher or a politician or a prostitute or a lawyer or a killer and [illegible] where the [illegible] have

Rouge

An exotic and voluptuous Gypsy fortuneteller from the desert town of Mahdad, Rouge can pummel her opponents with the strength of a sandstorm while seeming as graceful and beautiful as a desert flower. When she gets a hold of the legendary power stones, her fiery inner self is revealed; she becomes Scorching Beauty, an intimidating fire deity whose molten attacks are almost as red-hot as she is.

Konoko

dnd

(and not necessarily dungeons)

Ridge Racer

When it comes to racing
Ridge Racer has always had
over the competition: character
racing physics either—there's
an actual character too: Reiko
Nagase. With each passing
game the ageless beauty
makes our hearts skip a beat

Friday

Five years before gamers everywhere were tormented by Link's exasperating fairy companion Navi, they were introduced to the infinitely cuter wood nymph Friday. Treasure hunter Nigel's partner on his quest for the legendary treasure of King Nole, tiny Friday claims to know the whereabouts of the fabled cache. Sharing Nigel's lust for all things shiny and valuable, Friday's mischievous personality frequently gets the duo into (and out of) hairy situations.

Art: Yoshitaka Tamaki

Prostitutes

No god worth his salt would dare leave the Netherworld without his trusty prostitutes. What's a man to do on long voyages? Absolutely positively don't leave home without 'em. God only knows what fun Kratos will have with these beauties in God of War 2. Some gods have all the luck.

Rabbits in Bikinis!

Pandora and Judy Nails

Asia

Asia was a beauty queen even as a little girl. Her place has always been in the spotlight and she won't let any boy forget how lucky they are to be seen on her arm. This teenage fashionista is always on the cutting edge of style. She was recently overheard saying "Perfect isn't easy but it is so me!"

Biscuit

More often seen in a tutu than a dress, Biscuit is the captain of Brooklawn High's girls' volleyball team and princess of the beach. Biscuit is a tough chick that can dish it out as well as she can take it. But don't let that deter you, on the inside she's still a teenage girl.

Elektra

Elektra is all rebel. A brooding vision of mascara and fishnet tights. Rumor has it her family used to be rich, but these days she's just bitter. Black is given to scathing criticism of the blind lemmings she goes to school with, but the original guy might just catch her eye. She's an outsiders outsider, and hangs out backstage with the loners and freaks.

Meena

Quiet, thoughtful and intelligent, Meena Shah seems to be the child of rich, but is she really? Meena is shy but brilliant. You can find her in the library studying up for the next big test. If you're lucky, maybe she will agree to tutor you.

Jennifer
As is Jennifer's life already isn't complicated enough after her parents die in a tragic (totally accident (don't you just hate it when that happens), she finds herself whisked away to an orphanage where the children have ruled the roost. There are four poor unlucky lass meets, the Red Crayon Aristocracy: Diana, Beano, Nikki, and Amanda, four sadistic young girls that will make you never want to have children of your own.

Diana

christie
What you see is what you get ...in game.
Whether they're jet-skiing, playing by the
pool, playing volleyball or just striking a pose
for the prover, Fragold's angels are nothing if
not 100% intoxicating.

Tina

Unarmed
D4D

Leifang

Angie Thompson

Being a doctor means big paychecks and the good feeling you get from helping others, but for me, it's all about the nurses. Trauma Center's Angie Thompson is still the smart sidekick that helps to keep your butt from being buried under a mountain of malpractice suits, but now she's cuter than ever in her big screen debut. Then there's Weaver, the mysterious new face in the hospital halls.

Weaver

girls of Mass Destruction

Nariko

One of the most dazzling action games ever created, features one of the smoothest-picture female warriors ever seen in a game, or otherwise. Nariko makes Yuriko Xena look like a girl scout. She is a woman possessed, using the style of combat she can rip you to shreds or remove your head from afar. Shame that the sword she wields is driving her life. Paging Ridley Scott...

Alicia

There are good witches and there are bad witches, and then there's Alicia, a beautiful woman with supernatural powers and her trusty Gun Rod, who kicks arse while fighting against legions of undead. So, wait for it... save the world.

The Cabalist

The year is 2038 and all Hell has broken loose upon a battered and burned London. Throughout history, the Knights Templar has fought back other demonic invasions in secret, but this time the forces of Hell bide their time, plan well and raze quickly. The would-be defenders have been cornered with other survivors in the London underground's safe zones, rail station built and blessed by the Freemasons to be demon resistant...for a time.

Now the holy knights are joined by the Cabal, an ancient order of magicians and alchemists that have evolved into sinister spellcasters known as Cabalists, those who must forever walk the line between good and evil. They wield the primal forces of the underworld against the creatures spawned in its depths, calling forth blood and fire to corrupt and destroy the abominations that threaten their order's existence.

Hellgate: London is an action RPG played in a first person perspective with the explosive visuals and pacing of a next-generation shooter and the character building depth of a modern role-playing game. The Cabalist's strength on the battlefield is threefold: she can tap into the dark powers to unleash spectacular and devastating evocation spells, coerce and control demons—sending them into combat against the [illegible] through her body, growing spikes, horns and tentacles to [illegible]

slash
B

Unknown

Although we'll have to wait to see what this beautiful enforcer in the game has been pushed back a bit) rest assured that the Kawarai Studios sep has threats to the character designers, horses, and the power of the PS3.

Otonashi
Sena

Vanquish

The cybernetically enhanced beauty and gracefulness of Vanessa Z. Schneider has and likely never will be equaled. Pain combos for destroying multiple enemies in a row became cat like properties as lethal as they were utterly breathtaking and her plight versus the machines was one of relentless accuracy. Part of Shinji Mikami's Capcom Five (5 games intended as GameCube exclusives; only P.N. 03 was ported to PS2. Sadly America wasn't ready for a land-based shooter on a mechanized plane backdrop. End cloning sequence. Like so many Japanese works of art, P.N. 03 [a.k.a. White Jaguar] is gone forever

Death Jr. 2: Root of Evil
Konami / PS2

Fury

You've heard the old saying "Hell hath no fury..." Well, it's time to change it to Furi. This horticulture horror really is the root of all evil. Or at least she aspires to be.

Pandora

EnFo

Sarah Morrison

This red-headed, tight-muscled beauty was a bit of a tomboy growing up in her hometown of Austin, Texas. She spent her [illegible] brothers, climbing trees, skinning knees and bloodying noses. She spent her high school years cutting class and dating boys her father didn't approve of.

Sarah's world was shattered at age 19 when the Sane Invasion began. Her childhood home was incinerated in the first attack wave. Her father and brothers were inside. Today the Army of Allied Free Sentients is her only family.

She's ten pounds lighter now than when she left Earth. She can field strip a rifle and reassemble it in thirty seconds. She can rattle off the technical specifications of a Bergtol Obernalort phased-plasma rifle or Grunwald Myer pump-action cryo-grenade launcher verbatim. She'll dig a foxhole or a latrine without complaint, and apply first aid like a medical professional. She saves lives, and takes them, because that's her job.

When asked about her fellow soldiers, Sarah paraphrases the great Eleanor Roosevelt: "A regiment of well-disciplined bodies, the fittest minds, the highest morale, and the strongest wills is the most dangerous group of humans you'll ever want to meet." Then, with a wink, she adds, "I love every last one of the sons-of-bitches."

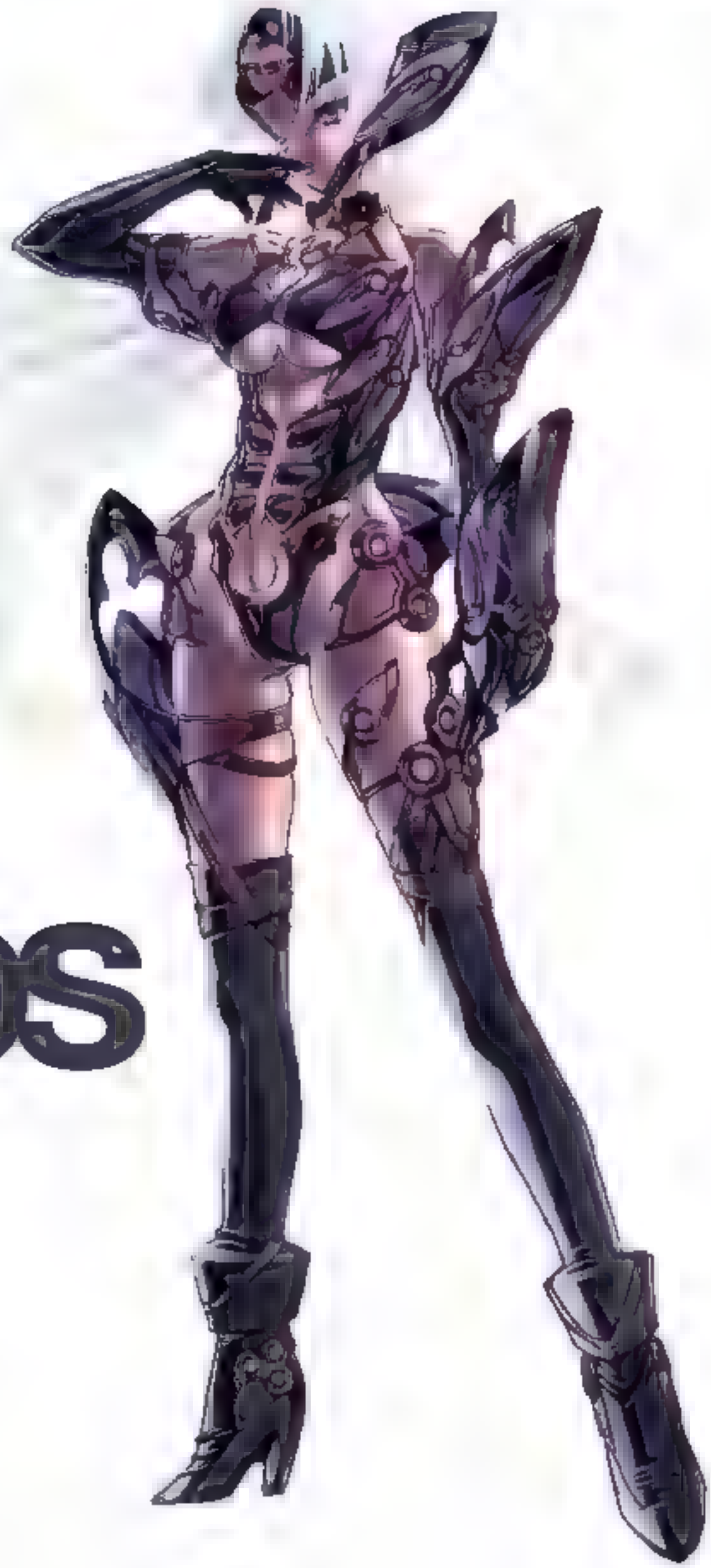
Epic Beauties

Nei

Long before RPG fans were shocked at the mid-game death of Aeriths, Nei was the tragic heroine cut[illegible] Phantasy Star 2. Her death had such an impact not only because it was unusual for playable characters to actually die back in those days, but also because Nei was such an important part of the game. Beautiful, caring, yet fearless and a vicious fighter, Nei was the perfect travelling company for any phantasy.

Art: Yoshitaka Tamaki

Alicia



T-elos

A next-generation model of gynoid who bears a striking resemblance to KOS-MOS. If that doesn't ring a bell, just look at the picture. Or better yet start from the beginning and play through the series. There are origins of her stemming back to Episode

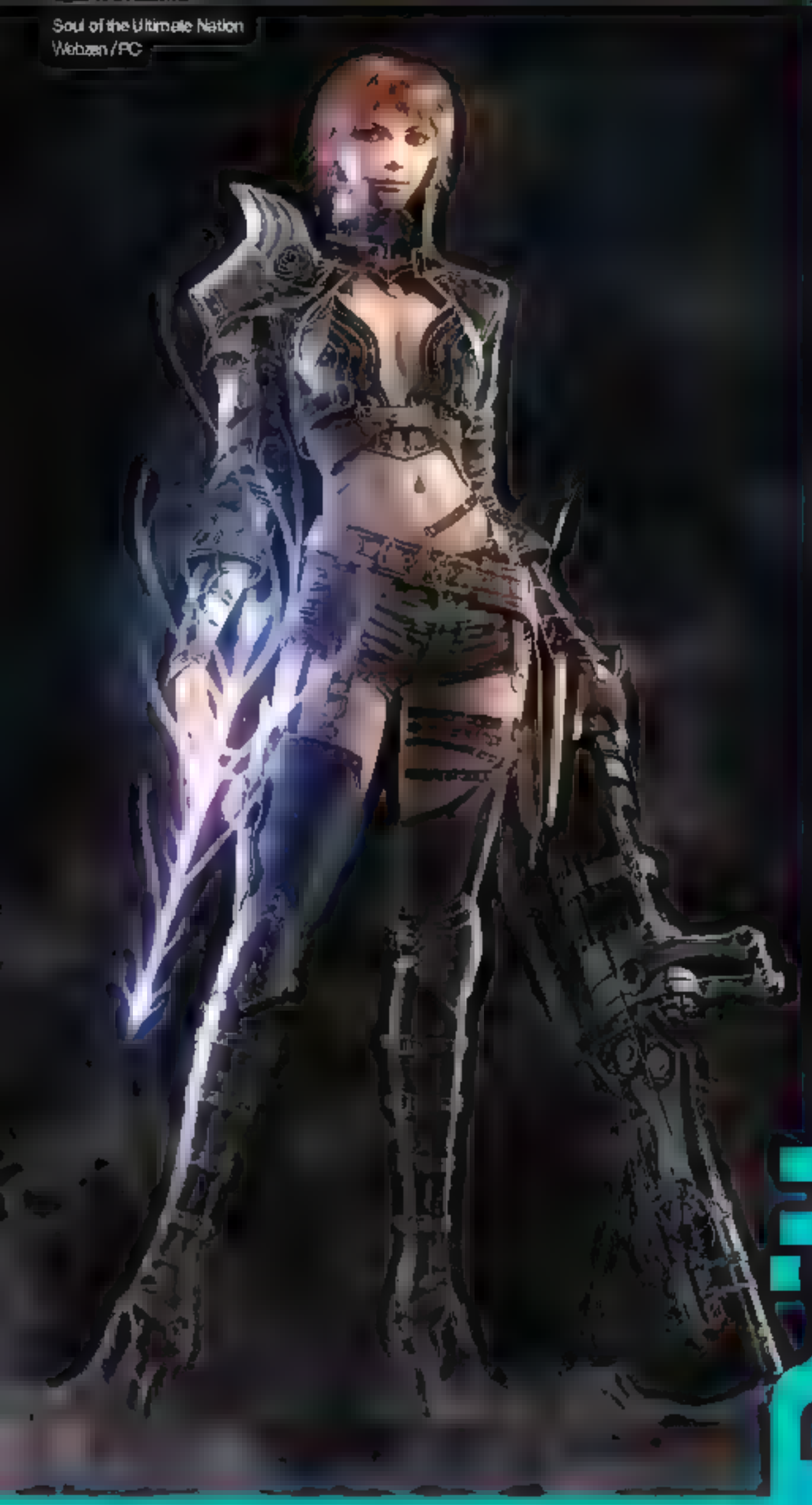
The Goddess Athain

The Aegaris are one of the most powerful elvish civilizations of Naon, the jaw-droppingly gorgeous world of Elveon. They are the chosen race of their Goddess Athain, whose guidance has consistently led them to success and whose influence has helped them in many difficult moments. The Elves were not created and bound to the gods as their direct servants for given a specific purpose, as were all half-gods, but as a race intended to live on its own as the true inhabitants of Naon.

Aegan Battle Priestess

The priestesses of the Rethal Athain, the order of the followers of the goddess of night and stars, undergo a long inauguration process to be able to receive the will and guidance of Athain and bring it to their people. The noble Aegan culture of Aurelea. Most priestesses serve the order as librarians and star-readers, but a small number of them devote their lives to the ways of war and the arts of combat. These fighting battle priestesses are a stunningly beautiful sight on the field of battle—faultless shapes moving with divine grace, sure of hand and utterly devoid of any sign of weakness.

Soul of the Ultimate Nation
Webzen / PC



Interview

Britta Valkyrie
Uli Elementalist

[illegible]

Uli: First of all, let me thank you for inviting me to this interview. I realize you're eager to get out into the field, but if you could introduce yourselves, give our readers some background on your clan, and just what drove you to take on the challenge of fighting the Empire.

Elementalist Uli: I guess I will start—my name is Uli, and I'm a tenth generation of the Elementalist clan. If you haven't already guessed, our clan's powers come from the four elements of wind, water, fire, and earth. Before the Empire took over, we lived in peace and were active members of the community. My mother was an accomplished member of the Fire school of Elemental magic and was famous for her weekend barbeques—she could roast two wild boars in five minutes. Her mother mastered in Earth and minored in Water and was one of the most famous architects of adobe housing as well as responsible for our local irrigation system. Our clan lived in relative peace, but then one day a messenger arrived with a note stating that the Empire's Army was on the march to our lands. We had no idea who this Emperor was, but since the job market was down, I enlisted in the Liberation army for a two year tour.

Valkyrie Britta: My name is Britta, I'm 20 years old, and my story is a little different from Uli's here. I was a professional hooter in my homeland for 3 years before joining the Liberation Army. I grew up in a small rural community and was hired by local farmers to keep predators away from their livestock. That's where I learned my skills as an archer, which soon quickly won me my most coveted ship badge in the Junior Liberation League. So when word came down that the Empire was marching across lands to our south, I knew that my ability to take out a monster's eye at 50 yards was going to come in handy. I lied about my age and joined the Liberation Army regular—just don't tell any of the ranking officers!

Can you tell me a little about Ignis, the leader of the Liberation Army?

Uli: I've never actually met Ignis, have you Britta?

Britta: No, but I've heard stories...

Uli: Yes, there have been several rumors, some pretty tame, but there's one that suggests she once had a relationship with the Emperor. I don't think that's true, but he does seem to be focused on crushing her.

Britta: [illegible] telepathically with her soldiers, giving us advice and sending us on assignments. Most of the time she has us completing assignments for some of the locals who experience some trouble; kidnapping, theft, things of the Empire up to no good, you know, stuff like that.

Uli: What gets me the most are her telepathic abilities. I'll be out picking off soldiers of the Empire's army when, BAM, she suddenly starts talking inside my head telling me where to go next! I'm concerned about my privacy, but I guess I didn't read the fine print on my enlistment agreement.

Britta: [illegible] up to us, but she would friend us [illegible] next time. You must know what she sends you on.

Uli

"I lied about my age and joined the Liberation Army regulars—just don't tell any of the ranking officers!

Assignments—can you tell us a little more about these?
Uli: These are the most exciting parts of being in the Liberation Army. Generally these assignments must be tackled by several people as when the Empire's Army causes trouble, they cause it in a big way. Not only are there swarms of enemies, but strong lieutenants and bosses controlling them.
Britta: Not to mention the magic! The place is generally crawling with them. Just the other day Krita and I were on an assignment, I went through a door, it slammed behind me, then all of a sudden members of the Empire's Army are kicking legs down on my head! While my leather generally protects me, I can't tell you how many splinters I had in my thighs.

Thanks for being such a nice question. I understand that each member of the Liberation Army dons their traditional garb—can you give me a little background on your cultural dress?
Britta: Since my people have traditionally hunted with crossbows, we needed armor that could give us complete freedom of movement. Do you know how hard it is to jump around, flip, and dodge enemies in a full set of thick leather armor? We went for a more flexible look, although I must admit having heels on these boots makes landing a jump a little more difficult, but at least I look taller.
Uli: For us it's a matter of magic generation. You'll notice the gems on my metallic armor. These are strategically placed to allow my Elemental magic to flow through my entire body—they act to channel my spells towards my enemy. Some think it's just our clan trying to impress the males of the Berserker or Dragon Knight clans, but they're completely off the mark. I don't need to impress anyone! Although I must admit I'd like a nice fur-lined cloak whenever we're sent to the Frozen Lands.

Let me ask you about the different specialties of the Valkyries and Elementalists. I understand that there are two general paths for each of you to take?
Uli: Yes, those of the Elementalist clan can specialize in two basic areas: Moving things to bits and putting them back together again. The four elements are amazing. They can be used to generally reduce our enemies to tiny bits on the ground. But they can also be channeled to heal our comrades and impede our enemies.
Britta: For the Valkyrie clan, we can use two primary weapons, our dual wield mini-crossbows, or my favorite, the Ultra-mega Gatling crossbow. Or as I like to call it, my "Empire-be-good gun." However some of the Valkyries have become more fleet-footed and have the ability to summon creatures to their aid. Me, I prefer just keeping my finger on the trigger until the screaming stops.

I know you're eager to get into the field ladies, but thank you for your time, and good luck in your fight against the Empire!

Ashe

Bhargin Dalmasca

As the heroine of one of the greatest RPGs ever made, Ashe has her work cut out for her in Final Fantasy XII. By age 19, she was stripped of her kingdom and left alone, widowed. Forced to fake her own death, this princess went underground to help a rebellion and seek revenge. Her thirst for vengeance is constantly at odds with her principles and upbringing – a tension that is as alluring as her choice in skirts.

Fran

The Chewbacca of Final Fantasy XII, Fran is the sidekick to sky pirate Balthier. Aloof and mysterious, she has the tendency to really get wild when overcome by misgiving. Although she likes her quiver, Fran will give it up to go hand-to-hand. Think of her as a hot rabbit monk. It seems she's got enough fight in her that she doesn't really need to wear armor. Fran – never before has a grandmother's name been so attractive.

Heroine

We dig [illegible] shall chan[illegible] into tapestries and pro[illegible] walls. Shiny legend[illegible]

Who was she? Where [illegible] from? All we know is that shortly after the Persian first reached the Grecian lands, she disappeared, treading down the trails [illegible] Laconian village. At first the news [illegible] spread rumor of hope—there [illegible] one [illegible] does not fear the monsters, who [illegible] fear their masters. The claim she was a barbarian princess who [illegible] wealth and luxury rather than marry without love. Others say she was born to a shepherdess, fathered by the god Apollo. They say she is from Egypt, from Persia, from Colchis.

Whatever [illegible] it was she who [illegible] at the Temple of Delphi, upon the [illegible] Acropolis, in Khakotis, [illegible] the Great Wall in the East, [illegible] powerful ever upon the [illegible] unleashed a scourge of [illegible] on our world.

Arch Lord
Cadenwulfen / PC

Moon Elf

The majestic Moon Elves have not had an easy history. The first of the three elven races to fall during the Great War, the Moon Elf bloodline brushed with extinction for a time. The war decimated the male population and the ancient females called for them to retreat and recede into the hollows of their lands before the future of their lik was lost forever. In the wake of war, the Moon Elf females became the dominant scholars, hunters and leaders of their society, developing into the fiercest Rangers and Elementalists the world of Ghanfra had ever known. They share sadness and determination, as if history's tragedy were flowing through their veins towards a river of retribution.

Lanna

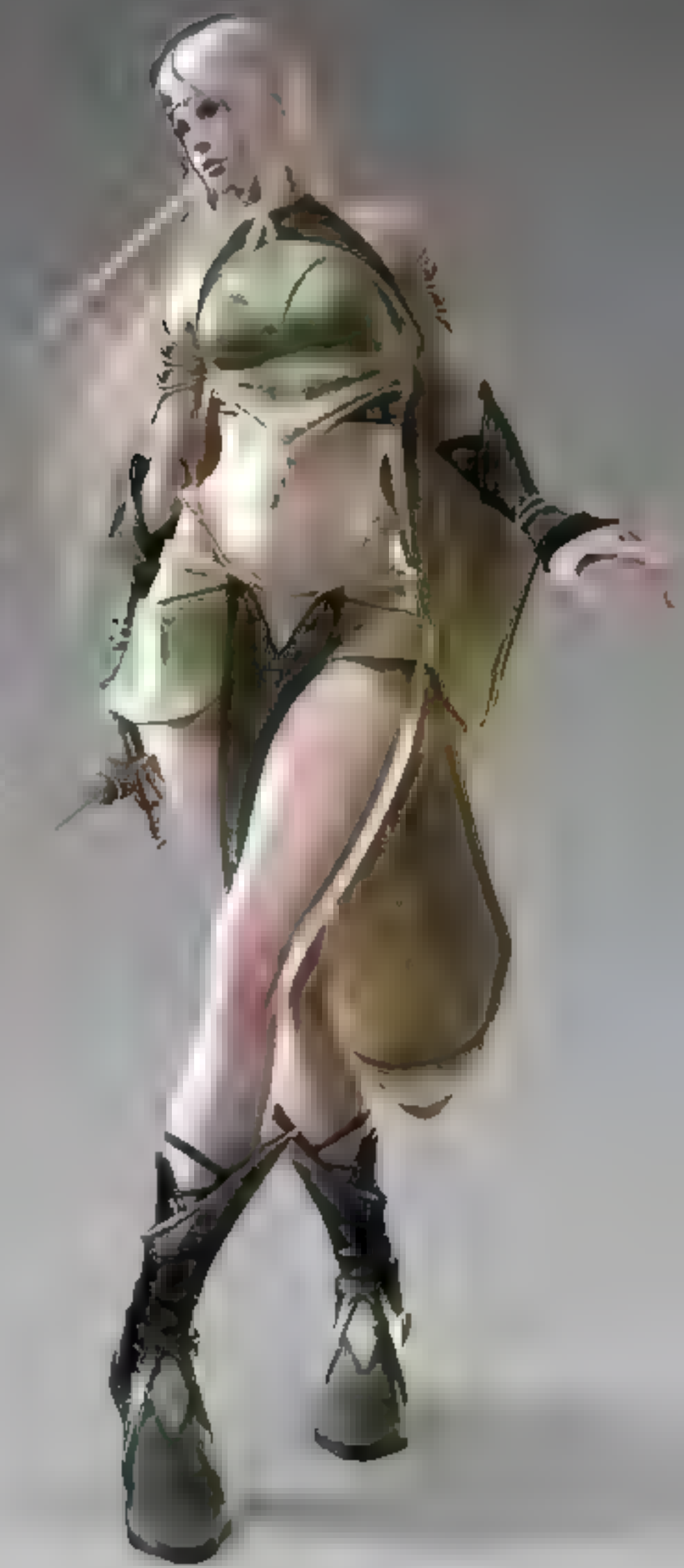
the Barmaid

Yukari

Yukari and her persona Io from the upcoming third installment in the series which explores school life by day and "Shadow Time" when the clock strikes midnight

Kingdom Under Fire: Circle of Doom
Microsoft / Xbox 360

Celine



Bob

Azel

Satanamura

And Satanamura wrote her seal upon the Gateway and the power of the Eight Demons flowed into the battlements of the Sanctuary. She bound her venomous claws with potent spells and came forth from the Edifice to engage the armies in the Pass of Ice. There the Heroes of the High Houses tricked her by falling back and fleeing as night fell. Satanamura was weakened by battle and ordered her minions to make camp. She slept, embraced by death's dream, then and were not before the Heroes had entered the camp intent on destroying her and the Altar of the Undying. When they came upon the Altar, Satanamura rose in furious anger [illegible]

Evhiel

Muse

"E

[illegible] mysteri[illegible]
[illegible] their minds
[illegible]men. Delving a[illegible]
[illegible] were gifted
[illegible]ny, Evhiel drew
[illegible] into the Dis[illegible]
[illegible] the inner fingers the
[illegible]mbers while her own
[illegible]ng. No one knew how
[illegible]ion and her mysterious
[illegible]ular mysticism the[illegible]
[illegible] from the Enclave, oft
[illegible] will take them beyond
[illegible] of Evhiel Moroun

This character was created to be featured on the retail cover for The Chronicles of Spellborn (TC[illegible] hybrid fantasy online RPG that mixes Tolkien and The Dark Crystal with [illegible] travel. The warrior girl, like all other artwork, was created by Romano Marx[illegible] Eyeballs. Together, Romano and Chris have created the unique graphical style [illegible] to break away from the trend of ever more technical looking games," says Romano. "[illegible] only interested in achieving realism by imitating our surroundings; instead we will create a world that exists in its own time and place." Chris adds, "Things don't have to look realistic in order to look real. Take character design for instance: a character just works when you can immediately see that the character has a life and a story and a history."

Fierce Red Warrior

Tyum

Jail Bail - maybe- incredibly powerful sorceress - most definitely. This sorceress of the Divine Academy of Wizardry controls a water orb that allows her to create devastating water attacks, although she's a sheltered child at heart that yearns for the outside world.

Ninety Nine Nights
Microsoft/Xbox 360

Pyurot

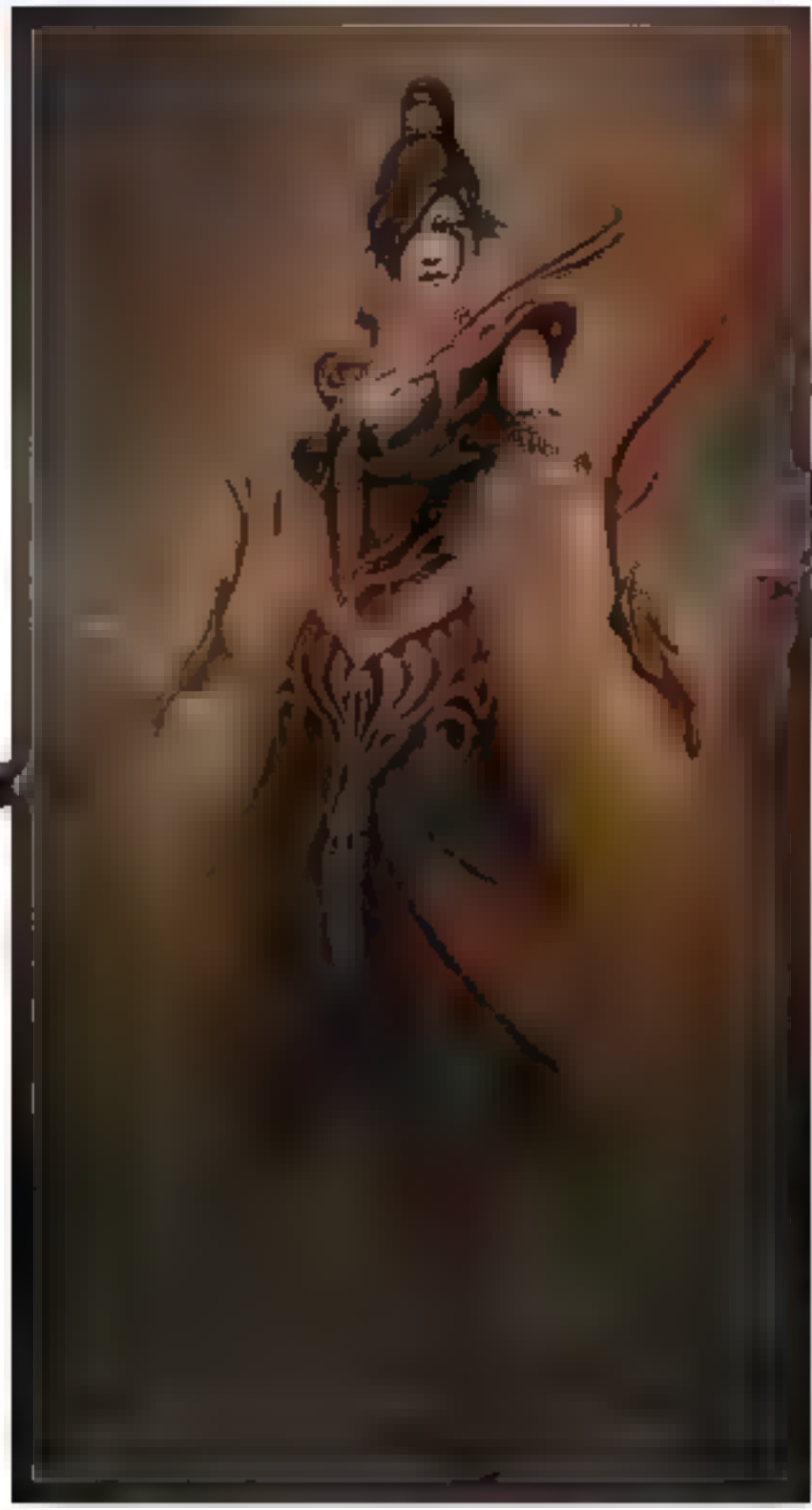
Photo Gallery

Ephan

A member of the Divine City Mercenary Unit, the long-sword wielding Ephan is known for her cool demeanor and almost inhuman ferocity battling Orc.

Nelonni

"The two new professions in Guild Wars Nightfall are the Dervish and the Paragon. The trick in designing these new professions was to devise a new signature look, allowing players to discern each character from the other nine existing character groups in the universe. The extra challenge come in the form of the character descriptions. The Dervish and Paragon are both dubbed 'holy warriors' making their visual separation that much more difficult. Taking the professions back story into consideration, the binding theme was split into two branches, light and dark. In the end we achieved what we set out to do, and the noble, angelic Paragon is very distinct from the darker, blade-wielding Dervish."
Aaron Coberly, Character Artist, ArenaNet



When creating a new armor set we are not only faced with the challenge of creating a unique and visually interesting outfit but there are gameplay requirements that we must meet. In this example we had to fuse the necromancer's dark and normally sullen signature look with the theme of the Ebrayan Highlands, a very majestic population within the Guild Wars universe. I think a good balance was found here in the dichotomy of the sinister extravagance. *Jason Jan*

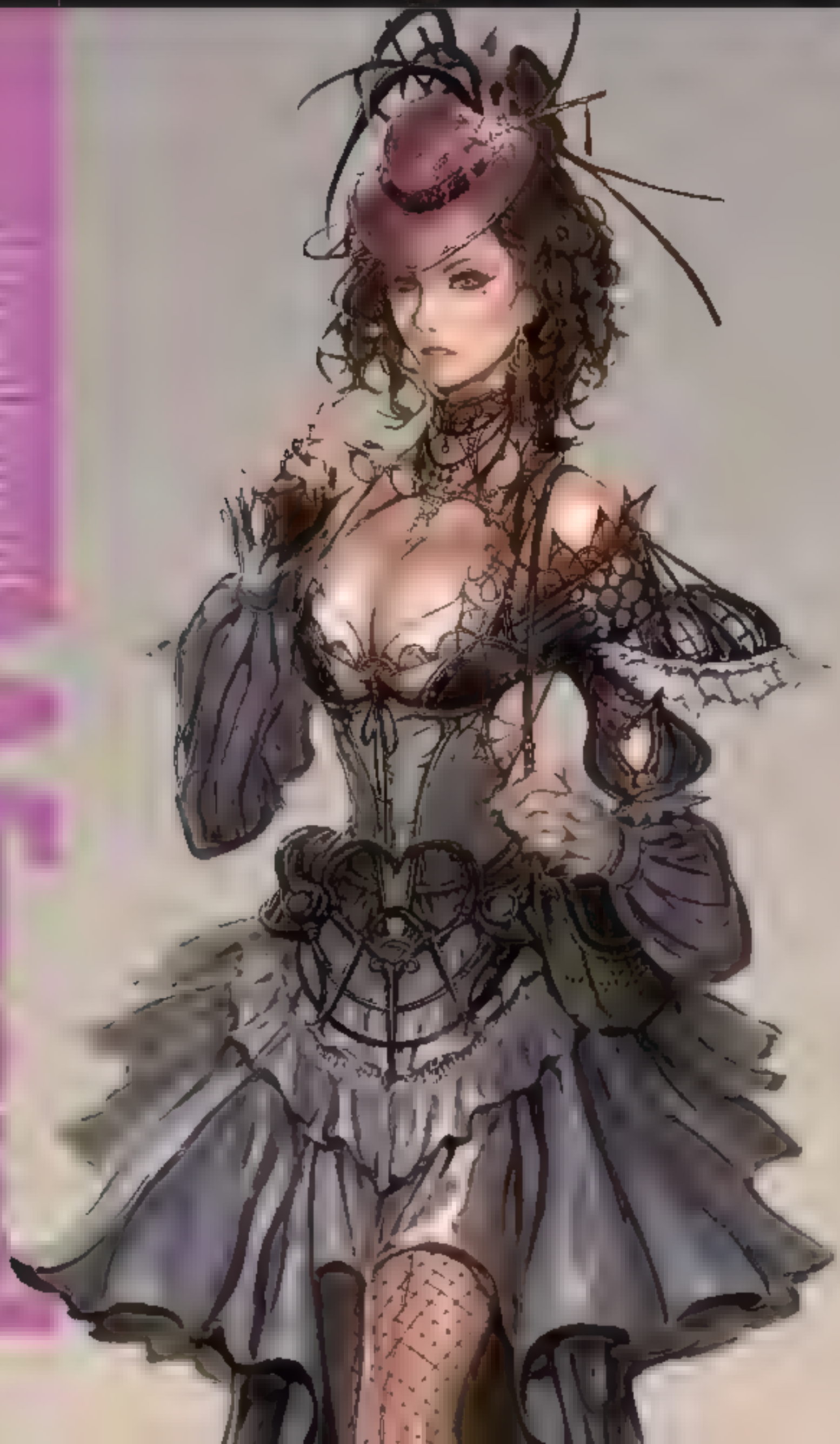
What does pretty much making someone's thoughts into reality. My duty was to accurately translate a specific dream into a visual and will only add my flavor or artistic influence. This particular assignment was to combine the existing GW Mesmer's aspects with the concept of Highland. We decided the design direction should have somewhat strong influences from Moroccan, Persian, Pre-North African. Then there was the need to add a wing-like shape as a major element in this chapter's particular design. Whenever I design something personally I try to push the envelope as far as I can, especially in shape and form. When I get those down, I prefer to have what I'll will then start going into detailing what kind of fabric and materials are being used, the patterns, etc. In the end, will consult my art supervisor to make some changes and finalize the vision of the character costume. *Xia Taylor*

In the marketing materials, the dervish seems very mysterious and almost [illegible]. In the piece, I wanted to explore the more whimsical side of the profession, so I focused on the looseness and movement of my strokes, and fuse the painting with a sense of the motion that the animators designed for Melsonne's fighting style. I was more concerned with getting across the character's charisma rather than necessarily nailing down the details of her garments, for example. I think the dervish is a very dynamic character, and I believe the style of my piece succeeded in portraying that. *Kenan Kofax*

In the world of Nightfall, creating a line of designs for the Elementalist proved challenging. The flowing lines and signature flares of what makes the character profession recognizable had to be tempered with the cultural ties of Northern Africa as well as the environmental influences of the hot, weathered region. For the Sniper armor, a combination of belly dancer flare with the simplicity of wrapped special beachwear seemed to be most appropriate. This gamered a solid flowing sarong-styled outfit that was easily polished with the bright colors and textures of Africa. *Kristen Perry*

Fighter

Mystery



Granado Espada
Hanbit/PC

Fighter

About the artist

Jimha Jeh an is one of Korea s top young game concept artists Like fellow contemporary wonder Hyung Tae Kim Jimha's resumé includes work on major RPGs and starts drawing for big Japanese and Korean developers like Game Arts and Phantagram The images Jimha has provided for Girls of Gaming 4 showcase his elegant character designs from Hanbit s Granado Espada a massively multiplayer online RPG currently playing in Asian territories

Cutie Honeys

Rouge
Amy
Elise

Arthur and the Invisibles
Atari / PlayStation 2, PC

Friends!

Meet "Minimoy" Selenia—voiced by Madonna in the film—the princess of a tiny world underneath our own. In Luc Besson's feature film and the equally compelling video game adaptation, [illegible] Minimoy to save things above ground [illegible] works side by side with Selenia towards the inevitable happy ending. Not a bad gig, especially when the bad guy chasing you, Maltazard, is none other than David Bowie.

Adriga
gusiri

Rika

Etna

T

Rozalin

The Daughter of the Overlord Zenon—who turned the utopian society of Veldime into a Netherworld: the pampered Rozalin has lived in a mansion her entire life and so knows nothing of the outside world, let alone one at war. When daddy dearest is awakened, if she leads you into battle you could be in trouble

Evo

Knight Evolution

ROSE Online's knight class is a job originated from soldiers. Knights like Evo here are the frontline defense standing between monsters in the field and their party members. They usually prefer a fast one-handed sword and a shield to maximize defense, but others have a near-fetish for wielding massive two-handed blades. Gravity designed the knight class by trying to give it a very unique and stylized look, knowing that beginners would most likely choose to play as this character. So they developed the class as a well-balanced attacker and defender and tried to make it a very accessible character to everyone. And for players that stick with the Knight until they become veteran adventurers, it becomes more powerful than any other class.

Izuna: Legend of the Unemployed Ninja
Atlus / Nintendo DS

Izuna & Shino

You're probably wondering why Shino is grabbing Izuna's boobs... Apparently Izuna resembles Shino's lost older sister and so she's obsessed with her. It will all become clear when Atlus releases the Nintendo DS action-RPG, from Success (Panorama Cotton) in 2007.

9 beautiful girls.

"DOAX2 takes things to another level of sinful enjoyment."

IGN.com*

RATING PENDING RP Visit www.esrb.org for updated rating information.

XBOX 360 XBOX LIVE

• Compete in all new island activities - like jet-skiing-with the gorgeous ladies of Dead or Alive®.
• Choose from hundreds of swimsuits to slip your favorite characters into and even take pictures of them.
• Why play alone? Challenge others in versus mode or on Xbox Live®.
1 tropical island.
You do the math...
The Dead or Alive® girls are back on Zack's Island. Get soaking wet on exciting, high-speed watercrafts and bump, set, and spike along the warm sandy beaches. Race down the waterslides or get lucky with various games of chance. And if you really want to get laid-back, suit-up your favorite girl in one of hundreds of tasty swimsuits. Looking to get away? Get away this fall with the girls of DOA Xtreme 2.
DEAD OR ALIVE® XTREME 2
WWW.TECMOGAMES.COM
TECMO

JOIN THE BATTLE JANUARY 12TH

BLOOD. RUNS. COLD.

LOST PLANET™

EXTREME CONDITION

LOSTPLANETCOMMUNITY.COM

CAPCOM®

ALSO CHECK OUT LOST PLANET MOBILE

ONLY ON XBOX 360

XBOX 360 | XBOX LIVE

TEEN

Animated Blood
Mild Language
Violence

ESRB CONTENT RATING www.esrb.org

Character Wayne by ©Lee Byung Hun/FANTOM CO., LTD. ©CAPCOM CO., LTD. 2006 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. LOST PLANET is a trademark of CAPCOM CO., LTD. Microsoft, xbox, Xbox 360, Xbox Live, the xbox logos, and the Xbox Live logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.